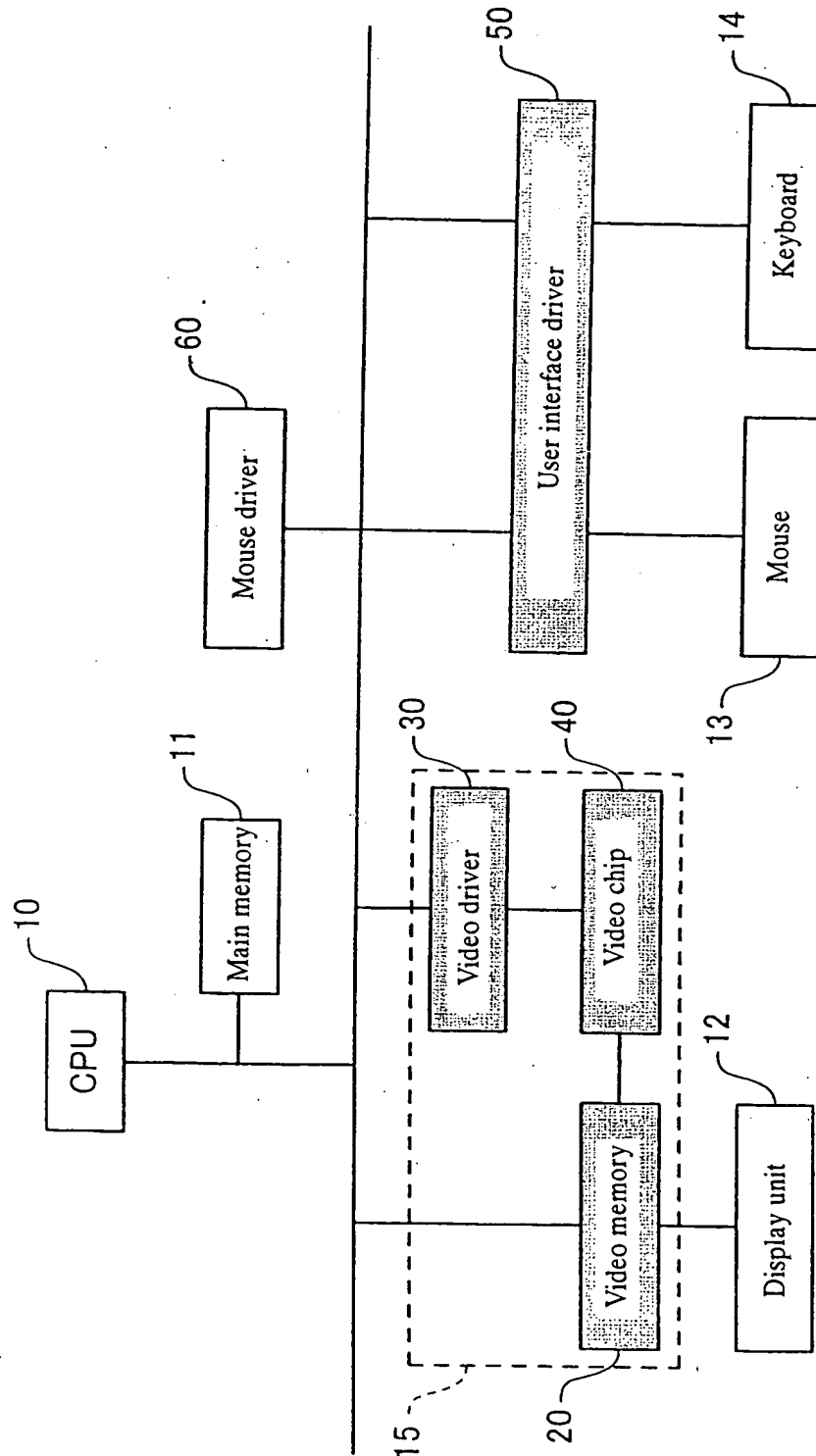


[Figure 1]

(1/11)



14

13A

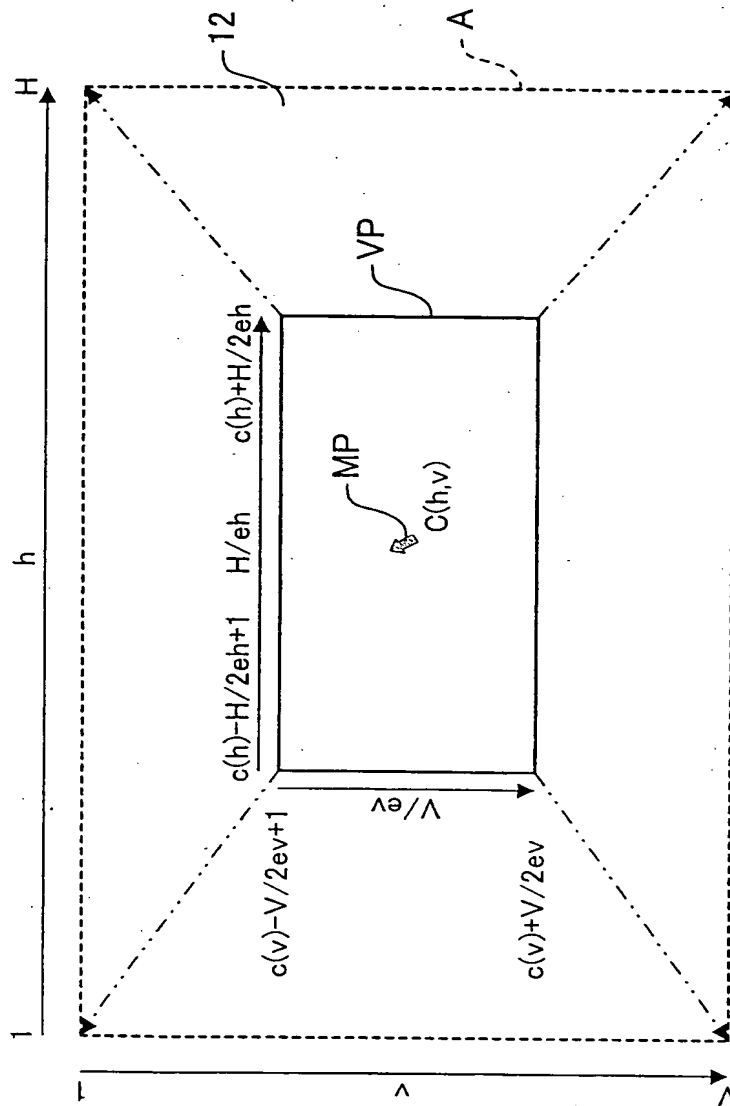


13C

13D

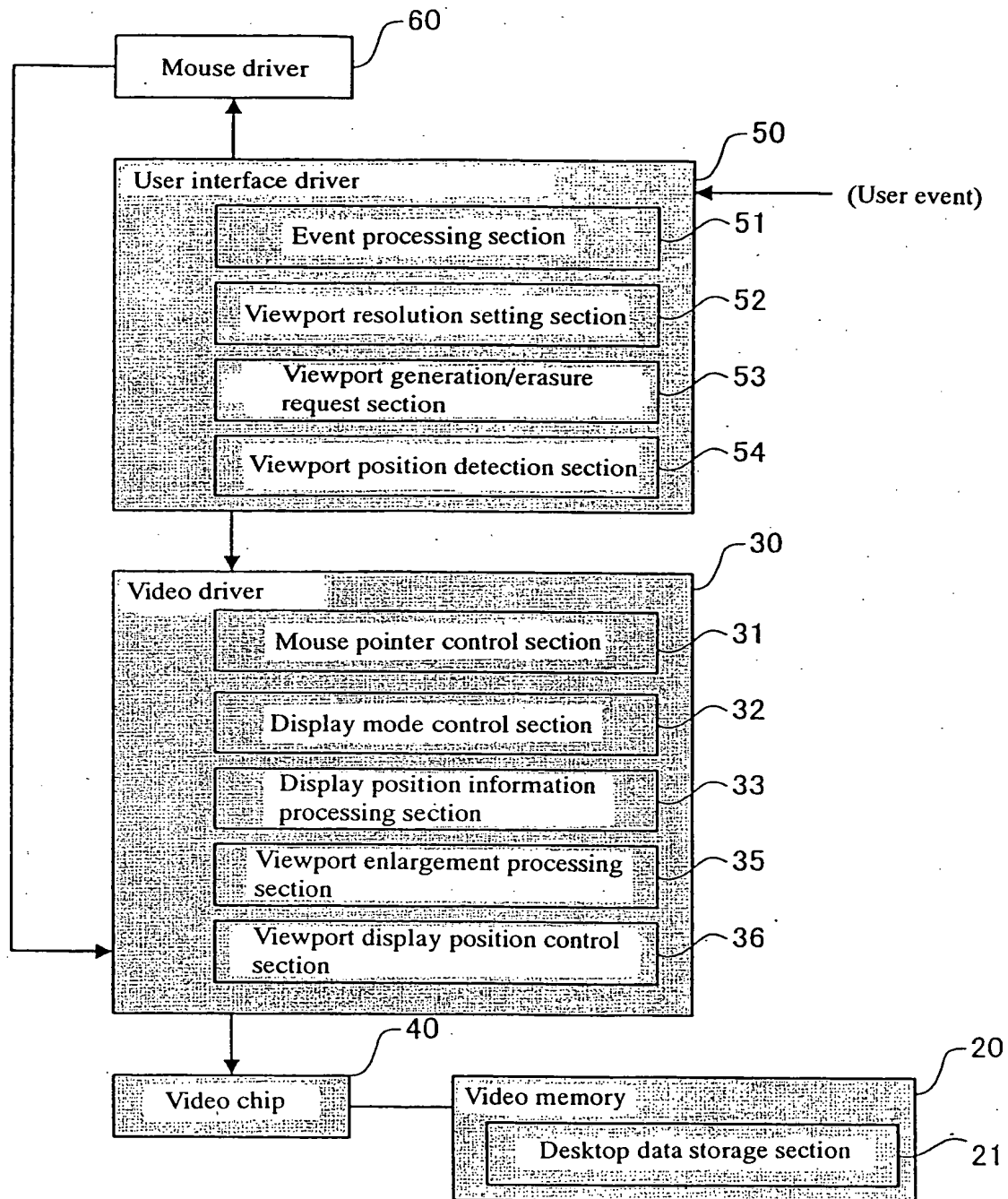
[Figure 3]

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[Figure 4]

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[Figure 5]

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Viewport size Panel resolution of display unit 12	SXGA 1280 x 1024	XGA 1024 x 768	SVGA 800 x 600	VGA 640 x 480
UXGA 1600 x 1200	1.46	2.44	4	6.25
SXGA+ 1400 x 1050	1.12	1.87	3.06	4.79
SXGA 1280 x 1024	-	1.67	2.73	4.27
XGA 1024 x 768	-	-	1.64	2.56
SVGA 800 x 600	-	-	-	1.56

[Figure 6]

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Original image displayed on
desktop at UXGA (1600 × 1200)
display resolution

Enlargement Example

Enlarged display when viewport
is set to SXGA
(1280 × 1024: 1.25x × 1.18x)

Enlargement Example

Enlarged display when
viewport is set to XGA
(1024 × 768: 1.66x × 1.56x)

Enlargement Example

Enlarged display when
viewport is set to SVGA
(800 × 600: 2x × 2x)

Enlargement Example

Enlarged display when
viewport is set to VGA
(640 × 480: 2.5x × 2.5x)

Enlargement Example

[Figure 7]

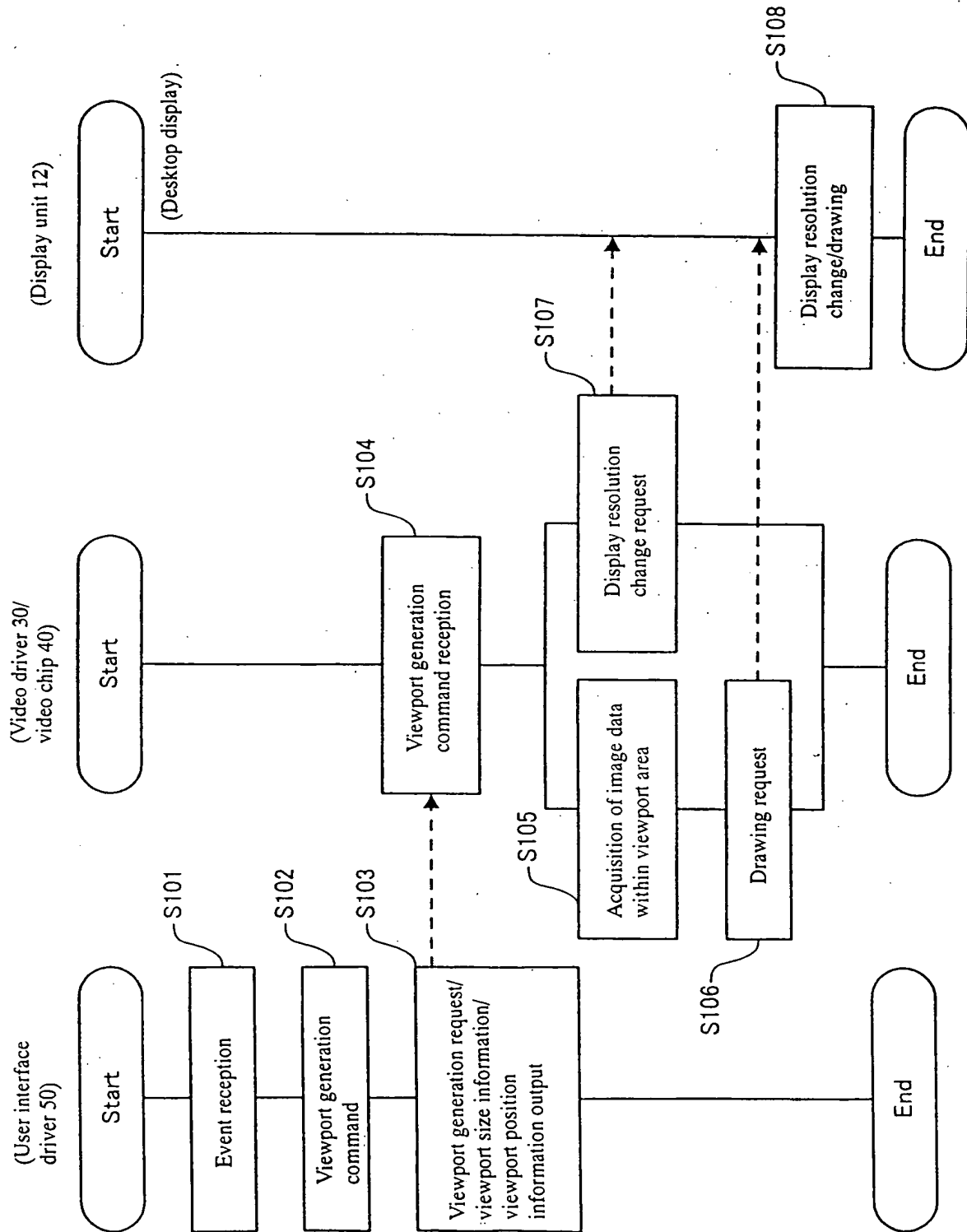
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if $((c(h) - H/2eh + 1) < 1)$ then set horizontal viewport position to $(1, H/eh)$
else if $((c(h) + H/2eh) > H)$ then set horizontal viewport position to $(H - H/eh + 1, H)$
else set horizontal viewport position to $(c(h) - H/2eh + 1, c(h) + H/2eh)$

if $((c(v) - V/2ev + 1) < 1)$ then set vertical viewport position to $(1, V/2v)$
else if $((c(v) + V/2ev) > V)$ then set vertical viewport position to $(V - V/2v + 1, V)$
else set vertical viewport position to $(c(v) - V/2ev + 1, c(v) + V/2ev)$

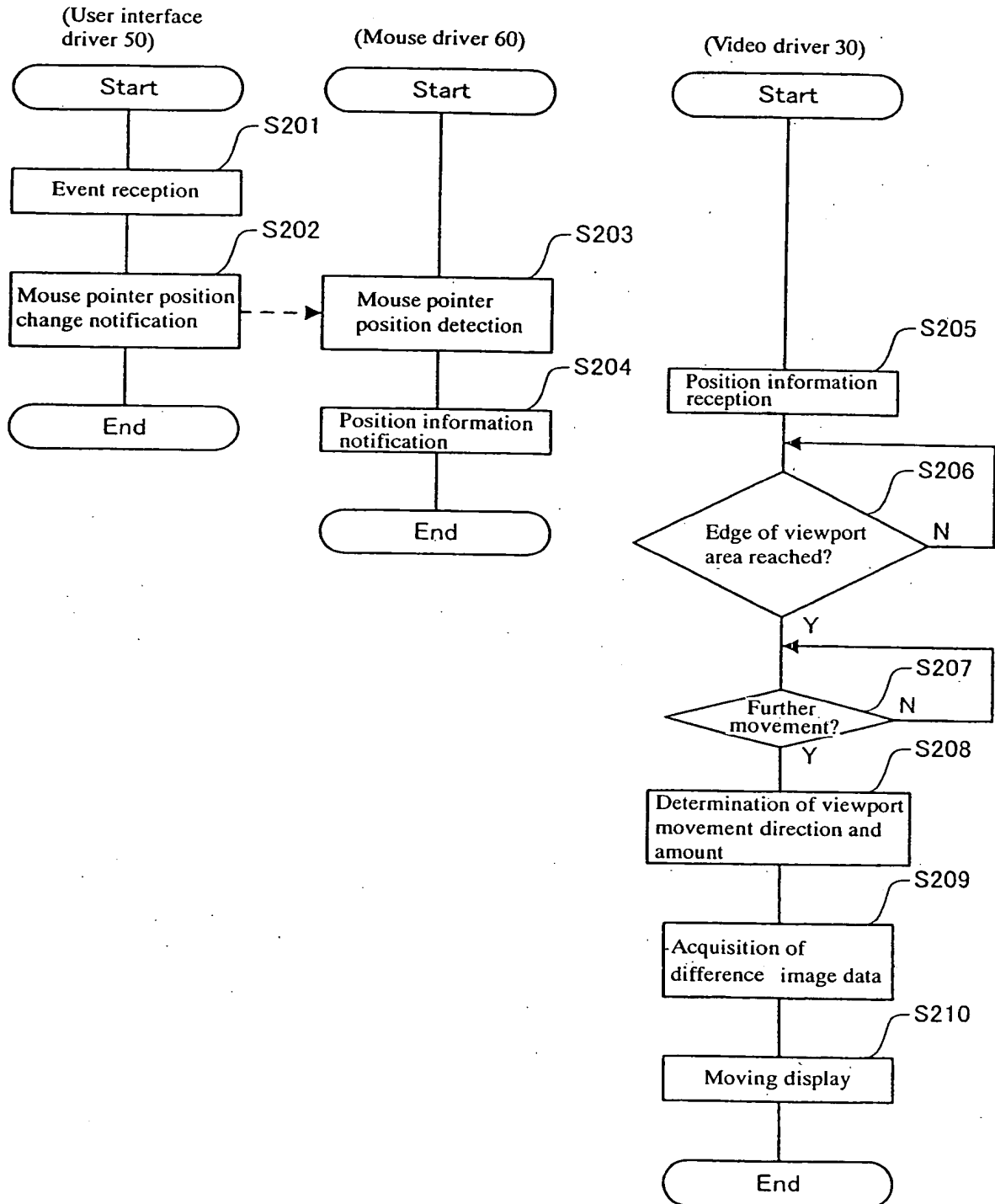
[Figure 8]

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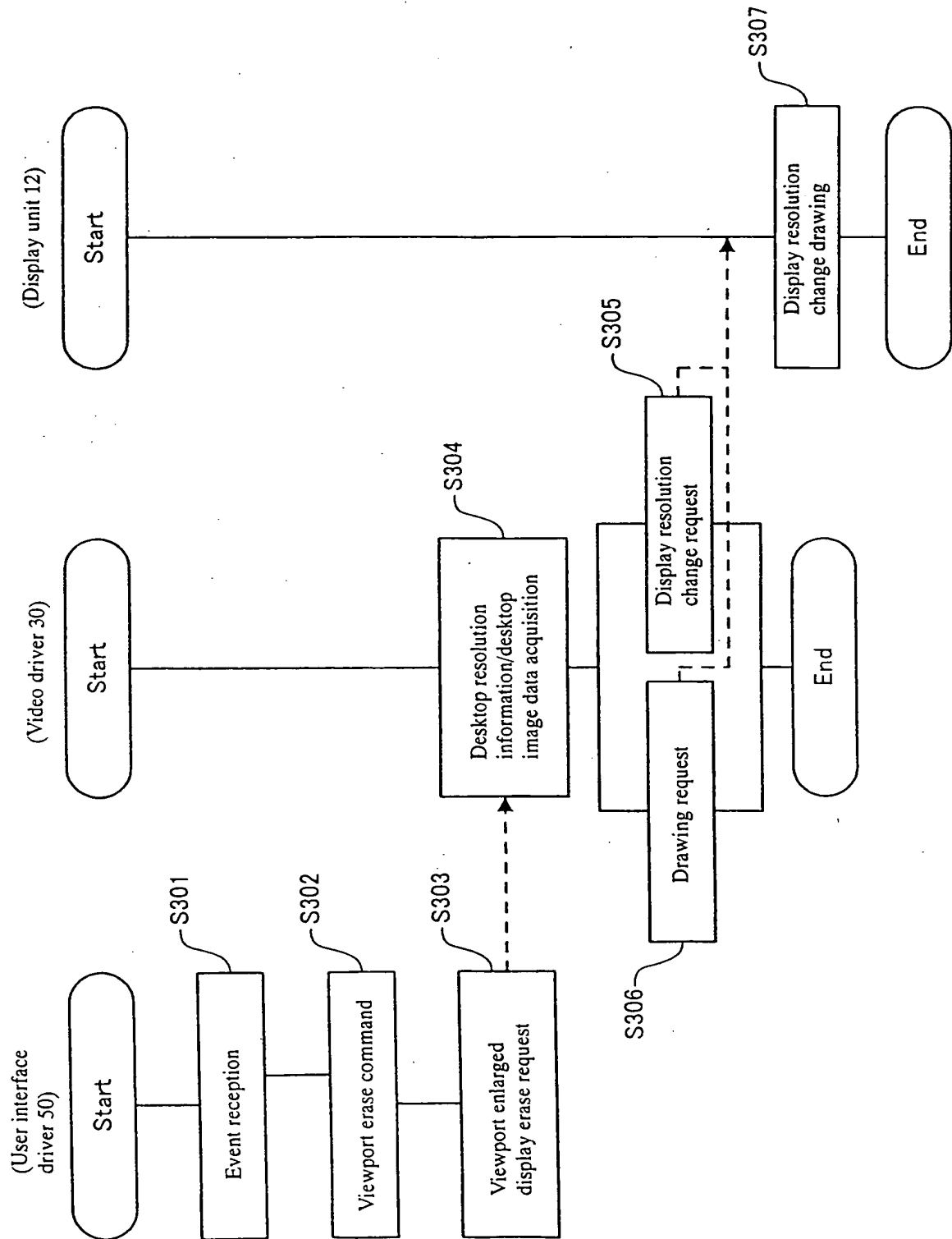
[Figure 9]

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[Figure 10]

(10/11)



[Figure 11]

(11/11)

